

Writeup: Assignment 7

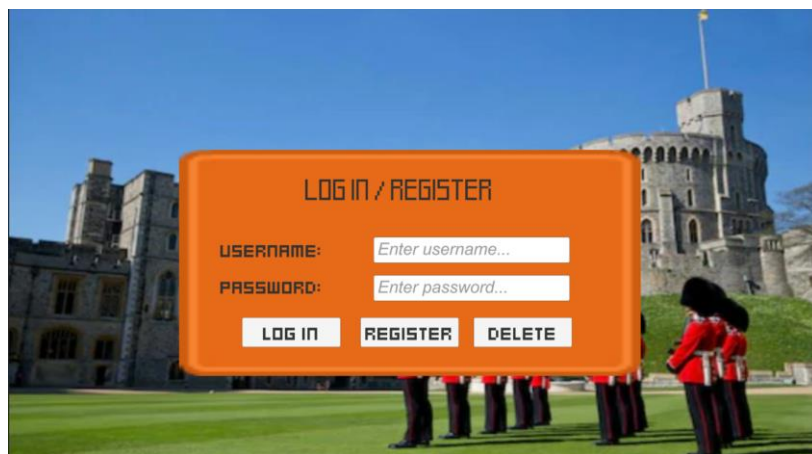
Assignment 7: To implement REST endpoints into your game

Approach:

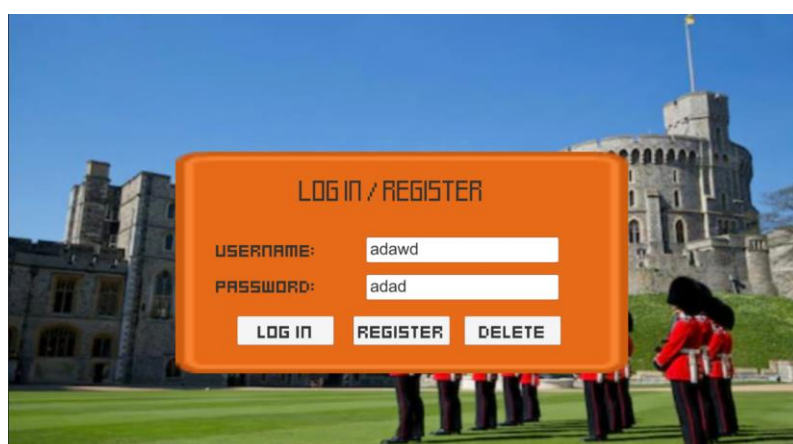
To implement REST endpoints, I created a login system for my game. The purpose of a login system is to create your own unique user profile in order to play the game. The user must register itself before playing the game. Once the user has registered by providing a username and password, it can then login into the system by entering the provided credentials into the login screen. The credentials are validated by sending them over the network to the server. The credentials are then handled by the server logic written which checks if the user is an existing user or a new user. The REST endpoints I implemented were for:

1. Creating a new user by registering and entering a username and password. This operation is handled via a POST request sent over the network and validated by the server logic written in getsandbox.com.
2. Fetching the current list of users, so that an existing user can login into his account and start playing. This operation is handled via a GET request sent over the network. The server will simply send the list of users. The validation of the user is done at the client side by checking his/her entered username and password with the one he/she entered during the time of registration.
3. Deleting an existing user if he/she does not want to continue further playing the game. This operation is handled via a DELETE request sent over the network. Along with the request, the user's username is also sent so that the server logic knows which user to delete. The delete operation requires the user to enter both username and password. This is required as a validation so that the user is able to delete only his/her account and not anyone else's account.

Following is an example of series of screenshots for logging into the game.



The login screen as presented to the user



Some random data is entered by the user



The server does not recognize the random credentials and does not allow the user to login



Once, appropriate credentials are entered, the user can now login.

PS: A Video is also attached in the zip file.
